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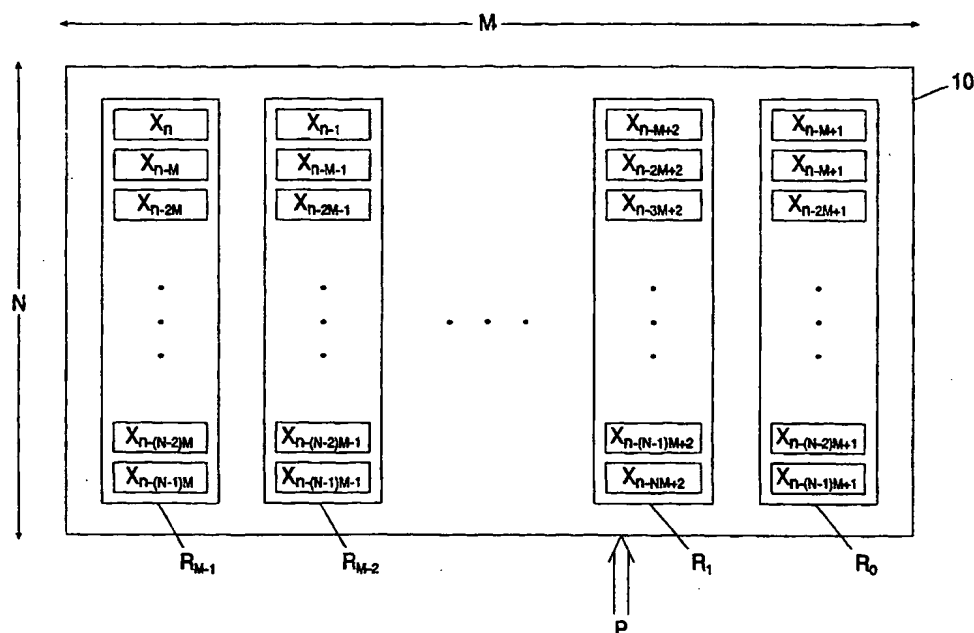
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(54) Title: METHOD OF EMULATING A SHIFT REGISTER USING A RAM

**(57) Abstract**

A method using a RAM (10) and a short shift register (20) to emulate a long shift register to store a stream of incoming bits. A pointer points to one of the RAM registers. To store an incoming bit, the contents of the RAM register pointed to by the pointer are written to the shift register (20) and shifted by one bit, the incoming bit is stored in the location in the shift register (20) freed up by the shift operation, the updated contents of the shift register (20) are written back to the RAM register pointed to by the pointer, and the pointer is incremented.

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